**Hide and seek game demo**

This is a demo of a hide and seek game I’m currently developing where the player will have the option of being a hider or a seeker. If they are the hider, they will try to hide from the seeker by using different objects in the map (e.g. tents). If they are the seeker, they will try to find those hiding behind the different objects. Currently this is a proof of concept where the main functionality of the game has been developed, but the bots are non-functional and there is no victory screen as I have not yet implemented these features. The game will spawn the number of bots needed to fill the game (as specified in GameScene.init()). The player will have the role of hider as a default, but this can be changed to seeker if preferred. When playing the game, the hiders and seekers have separate actions they can perform. The seeker can only catch other players, but the hider can hide in hiding spots and they can free other players.

In this game I have utilised SpriteKit. I programmatically created the game scene and the user interface (specifically the joystick and the button with a label) so it’s less intensive on the device running the project. I have created classes for hiding spots and for players. I’m using SKPhysicsBodys for the players and for the hiding spots so that the SKPhysicsContactDelegate can handle collision detections between the nodes. I’m manually checking node intersections to check what actions the player can perform at any given time. To show the player what action they can do, I’m updating a button label (SKLabelNode) with the name of the action. The idea is that the player can hide in hiding spots or they can hide in plain sight; to do this, I’m using SKCameraNode to hide parts of the map from the player. This means that the seeker needs to go around the map to find people and then chase them.

In this demo the game will start up at the game scene, and the player will have the role of a hider. You will spawn near a campfire and one of the other hiders will already have been caught (you can see this by the caught player being transparent). You will be able to free that player and then try out the different hiding spots on the map. The seeker and the other bots will be frozen, so you don’t have to be worried about being caught. However, In the future I would want to look into how I could add bot movement to the game, and I would also implement a countdown timer to trigger a victory/loss scene. By doing this, I would have created a fully functioning game.

**Other information**

During my final year at Aberystwyth University, I decided to engage more with the student community, and I became a peer mentor and a demonstrator for two of my previous modules. Volunteering as a peer mentor means I have been helping students fit into their student life and helped answer any questions they might have. While working as a demonstrator, my job has been to help junior students to get an understanding of coding concepts and to check if they have met the requirements for the assignments and workshops that they have been working on. The modules I have been demonstrating for are C&C++ and SQLite.